

Kracker Jax

PRESENTS

MAVERICK v3

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FOR ALL AMIGA COMPUTERS

AN IMPORTANT NOTE

The Maverick is a very powerful and comprehensive utility system. We're always happy to provide support to registered Maverick owners, but we can't teach you over the phone what this manual is designed to teach you. Before calling for technical support, please re-read the appropriate section of the manual and check the trouble shooting section. Your help in this allows us to serve you better on those occasions when being able to reach our technical staff is required. Thank you.

TABLE OF CONTENTS

IN THE BEGINNING	2
PARAMETERS? LONG TRACKS? CUSTOM COPIERS?	3
SYSTEM REQUIREMENTS	5
PACKAGE CONTENTS	5
UPGRADES & SUPPORT	5
GETTING STARTED	7
HARD DRIVE INSTALLATION	7
COMMAND SCREEN OVERVIEW	8
COPY IN PROGRESS SCREEN	13
USER CONTROL CENTER	14
EXPANSION MODULES	15
KillDFX	15
THE INSPECTOR	16
QUESTIONS & ANSWERS	20
BACKUP BUDDY INSTRUCTIONS	21
CONCLUSION	23
LIMITED WARRANTY	23
CREDITS	24
BACKUP BUDDY ORDERING INFORMATION	25

IN THE BEGINNING

<> Remember back a few short years ago, when we all thought that "Pong" was the hottest game ever produced for home use? The cartridge game machines appeared on the scene and the personal computer was here and here to stay. Not long after, "IT" arrived. "IT" was capable of not only playing games with its user, but also allowed its user to develop his own programming. "IT" was the Commodore 64, and before long it became the personal pet of millions of people wishing to join in the age of personal computers. Commercially produced applications such as spreadsheets and word processors started to show up in rudimentary form, and software copy protection was soon to follow.

Software protection has come a long way since the inception of the Commodore computer. Ever since the first commercial software was written for the Commodore, programmers have been dreaming up newer and more potent protection schemes. The purpose of copy protection was to prevent the software authors from becoming victims of piracy. Although most well thought out protection schemes seemed to slow the pirates down a bit, the protected software was eventually broken, and fell into their hands like another stamp in a collection. The result was that most of the software pirates still didn't purchase the software that they finally acquired anyway. The honest consumer DID purchase his software, especially those programs that he decided were a valuable addition to his library. It is this individual that has been the real victim of the software protection wars. If he wanted a backup of his fragile treasured program disk, he had to send extra money to the manufacturer of that product and wait for what seemed like forever to receive his backup. The only alternative was to resort to a myriad of copiers, hoping one of them would do the job at hand. As it turned out, it seemed that the more valuable the program was to the consumer, the harder it was to backup.

For a time, it was a leap frog game between the copier programmers and the protection programmers. A new protection scheme was developed, and all the copier programmers would scramble to be the first to develop a new patch in their copier capable of dealing with that particular protection scheme. This leap frog game went on for a couple of years before the inevitable happened. The protection programmers evolved to the stage that they were able to write protection that just couldn't be duplicated, at least with disk drives available to the end user, even with the most sophisticated nybbles. All purpose, do it all copiers were dead in the water.

What to do? If the copier programmers couldn't write copiers to sense and copy a particular protection scheme then only one solution remained. Break the protection check code. It was early in this stage that Kracker Jax was born. Kracker Jax allowed the user to simply make a fast copy of the protected program and then run a custom parameter over that copy to produce not only a copy of that program, but a copy devoid of protection in most cases. The revolution had begun. Parameters proved to be the most effective way to copy a protected program. Protection schemes that no nybbler could

touch could easily be archived by the press of a key. This went on for a couple of years, and again the inevitable happened. Parameter-proof protection. How, you ask? Read on.

Today's protection is made up of three classes of difficulty. 1. A few programs are still released using archaic protection that most modern nybbles can duplicate. Why bother protecting?! 2. Many are still archivable using either a nybbler or fast copier in conjunction with a parameter. 3. Finally, more and more programs are showing up with data written in formats that protects every byte of data on the disk. If the data can't be written out, then a parameter is useless. The Bull's Eye was our first effort at this third level of copy protection. Soon after, the Shotgun II was developed to automate the principals set forth in The Bull's Eye. These two programs have set the standard which imitators have been trying unsuccessfully to duplicate. The revolution started by Kracker Jax has paved the way for the Maverick, the next step in an evolutionary process. <>

Those of you who have been supporting us over the years will recognize the above paragraphs as the introduction to Maverick for the Commodore 64. "So what" you say, "this is an Amiga product". Well, as a matter of fact, the methods used to copy protect Amiga programs are VERY SIMILAR. Remember, just as the hardware evolved from Commodore 64 to Amiga, so have the programmers and the protection schemes that they use.

Rudimentary Amiga protection such as DOS Error checks and Index Sync format have given way to the familiar signature tracks, long tracks, and custom formats. Our methods to defeat these schemes will be our customary methods. Experienced computer users learned long ago that backup products that promise to be 100% effective are nothing more than false promises shrouded by ambiguous sales pitches. Nothing, not even Maverick itself, will back up everything. We will approach Amiga copy protection just as we did Commodore 64/128 copy protection - with long hours and hard work. This results in the creation of (patch) parameters and custom copiers that work and work well. These will be offered in upgrades on a timely basis. See the **Upgrades** section in this manual for more info.

PARAMETERS? LONG TRACKS? CUSTOM COPIERS?

Copy protection has come a long way from the days when a "do it all" nybbler could either copy all protection on the market -- or could be programmed to do so. Today's copy protection usually demands a tool we call a parameter. "What is a parameter?" you ask. For our purposes, a parameter is a program written by us that addresses the copy protection of a specific title (and possibly one of many protection versions of that same title). Thus, even though a parameter may work in many different ways, the results will be similar.

Signature Tracks: Many times, copy protection is made up of two special routines working together. The actual physical protection placed on the diskette by the duplicator, and the routine written by the programmer to check that physical protection. In order to copy a signature track which contains only protection data and still have a **WORKING** backup, we must 1> duplicate the physical protection or 2> rewrite the protection check routine to allow the program to pass protection checks whether the physical protection is on the backup or not.

De-programming the protection check routine is, in our opinion, the most effective method and will be used whenever possible. We examine the original protection checks written by the software programmer, and disable them by creating a parameter designed to re-write the original code by writing what we call a "patch" to a backup of the original. We **MUST** assume that the software program you own is **EXACTLY** like ours. If your program is different in any way, it will be sensed and the backup attempt will fail. We will inform you during the backup attempt if this occurs.

Most of our parameters have been programmed to check for and work effectively on several different protection versions of the same program, although the majority (apx. 65%) of programs today use only one protection scheme. If you have an unmodified **ORIGINAL** disk and you encounter a "Version Failure" message during your backup attempt, you may send us that **ORIGINAL** disk, a blank disk, and \$4.00 for S&H, and we will attempt to back it up for you. We'll try to include the parameter we create on your next upgrade.

Whenever possible, our parameters will create a "broken" backup -- one that is devoid of the all copy protection. Once the copy protection on a backup has been defeated or "broken", any whole disk copier will archive that backup.

Custom Formats: When a program (in whole or part) has been written out in a non-standard format, and program data is drawn from that format, more than a "patch" parameter is required. We must then write a special copier to duplicate the unique format of THAT particular disk. This results in what we'll refer to as a **custom copier**. A custom copier is created to reproduce a specific piece of software and will probably have no other purpose in life. One of the most popular custom formats is **long tracks**. A long track is any track that exceeds (by a significant amount) the normal number of bytes written to that track at normal speed (300 RPM). **Reliable** duplication of a long track requires a disk drive speed control device to slow the drive during the write pass. The Backup Buddy Drive available from Software Support has this capability. For more information, see the sections on Backup Buddy elsewhere in this manual.

Please note that many other custom formats generally may be written out with ordinary Amiga drives. These custom formats are addressed one on one by our programmers and included whenever possible. We have found that the use of the Backup Buddy drive will improve your chances of **RELIABLY** duplicating these titles because they are generally

very drive speed sensitive. The Backup Buddy allows you to set your drive speed to the speed that our programmers used when a particular custom copier was written.

Documentation Protection: As our Commodore customers have learned in the past, we are a company with a conscience and a sense of responsibility. We are not only dedicated to you, our valuable customers, but also to the Amiga programming community. We are aware of your legitimate need to obtain backups of your valuable software and, to that end, have programmed Maverick to provide you with the method to do so. Benign protection (such as documentation protection) is, in our opinion, one of the few ways that programmers and publishers can fairly protect themselves from casual piracy. For this reason, Maverick v1 did not support this protection method. But, by popular demand (otherwise known as extreme customer pressure) we are now including documentation protection removal in our parameter listings. We hope that you (a legitimate purchaser of software) will appreciate our method of protecting the publishers as well as supporting your backup needs. Please bear with us as you use these parameters.

SYSTEM REQUIREMENTS

We have found that Maverick will operate properly on the entire Amiga series. We recommend that Maverick be used with Kickstart v1.2 or greater. Maverick supports two 3.5" Amiga or compatible disk drives in the copy process. Also, we highly recommend the Backup Buddy drive available from Software Support. Although Maverick works with only 512K RAM, we do recommend 1.5 megs or more, as RAM is used whenever applicable. Also note that one pass copying requires at least 1.5 meg RAM total.

PACKAGE CONTENTS

Your original Maverick master (not upgrade) package should contain the following items. 1> A Maverick owner's manual. 2> The Maverick 3.5" program disk. 3> The blue Maverick subscription form. 4> The Maverick **REGISTRATION (POST)CARD**. Take time right now to fill out the **REGISTRATION CARD** and send it in before you lose it. **THIS IS OF THE UTMOST IMPORTANCE!** All owner support services are tied into the registration card. Sending the card in immediately is your key to the ownership rights you deserve.

UPGRADES & SUPPORT

THANK YOU for your purchase. Let's begin by saying that as a customer service, Maverick itself is not copy protected. It is capable of archiving itself with its own fast data copier - HyperCopy. But, by purchasing Maverick, you are supporting our efforts to support you, which has always been our highest priority.

Ownership of Maverick entitles the owner to one of two levels of support. Both levels REQUIRE you to FILL OUT THE MAVERICK REGISTRATION CARD, which is the 3 x 5 postcard, and send it to Software Support International. Whoever's name (must be an individual - not a User's Group, company or school) is on the registration card when we receive it is the PERMANENT REGISTERED OWNER of that copy of Maverick. He is entitled to participate at whichever level of support he desires. The program may be sold to another individual, but the registration may not be transferred. This policy enable us to give you one on one personal support. Again, SEND US THE Maverick REGISTRATION CARD as soon as possible to avoid loss. We will notify you by mail as soon as we receive it, confirming your registration.

When you send in your Registration Card, you automatically receive Level One status. This allows you to buy new program upgrades to Maverick (which will include new utilities and parameters) at the reduced price of \$20.00 plus shipping and handling. This price is in our opinion, a great value considering what other companies offer for their upgrade price. These discounted upgrades are offered only through Software Support International, and again, ONLY to registered owners. These new releases will be available to you approximately every six months. Level one users are encouraged to exercise their right to customer technical support if they experience a problem, have any questions, or suggestions. Feel free to write (please include a Self Addressed Stamped Envelope) or call. We have a knowledgeable staff on hand that has been trained to assist you. If you've purchased Maverick and you're a Registered Owner, you're supporting us - and we'll be happy to support you!

If you'd like to automatically receive the newest versions of Maverick as soon as they're available, Level Two status is for you. There is NO ADDITIONAL CHARGE for this special subscription service - just fill in and send us the blue Maverick Subscription Order Form, which you'll find in your Maverick package. We can only accept subscriptions from those REGISTERED OWNERS who allow us to bill their credit card (MasterCard, Visa, and Discover only please) at the time of shipping. Sorry, but our Subscription Service is not setup to accommodate either pre-payments or COD's. To cancel a subscription, the user need only call or write to us requesting cancellation, which will place them back into Level One status. There is no charge for this.

NEW MAVERICK FEATURES:

If you've received this package as an upgrade to a previous Maverick version, you should have a new Maverick Master Disk as well as this new revised operating manual. This new version of Maverick sports well over 100 new parameters as well as numerous refinements to various modules, and (dare we utter the word!) BUG FIXES.

GETTING STARTED

Because of the memory requirements of Maverick, we recommend that you simply boot Maverick by inserting the disk in the Amiga internal drive and powering up. Maverick will autoboot to the main **Command Screen**.

HARD DRIVE INSTALLATION

Many of you will be happy to know that Maverick will easily install and operate from your hard drive. Installation is virtually auto-driven. To begin the install process, simply:

- A] Reset your Amiga (CTRL/A/A). No floppies in your internal drive (DF0).
- B] If your hard drive autoboots, let it do so to your standard workbench. If not, boot your hard drive system according to your system instructions.
- C] Insert the Maverick Master disk into any floppy drive recognized by your system.
- D] When the Maverick Disk Icon appears on your screen, double click it and the Maverick window will open.
- E] At this point double click the MaverickHDIInstall Icon.
- F] A new window will open requesting the desired location of your Maverick program. Use the keyboard to type your path.
- G] All Maverick files will now be copied to the appropriate directories on your hard drive.
- H] Finally you will be prompted to re-assign Maverick to the appropriate target directory by editing your startup-sequence file located in your S: directory.
- I] Reboot your system before attempting to load in the Maverick program.
- J] From now on, Maverick may be booted from hard drive by opening it's drawer and double clicking the Maverick Icon. All Maverick program features should operate properly from hard drive with the added benefit of extremely fast disk access.

IMPORTANT : Users that have previously installed Maverick v1 on their hard drives may now delete the Maverick Font file from their FONTS: directory. It is no longer being used by Maverick.

COMMAND SCREEN OVERVIEW

The Maverick Command Screen has been designed to allow ease of use to both novice and expert users alike. All of Maverick's auto-functions are accessible through this initial screen and require just a simple click or two of your **LEFT** mouse button to copy most titles. As of Maverick v2, many keyboard commands have been added. These are simplified keystrokes that may be substituted for a mouse click. When a keyboard command is available, we designate it inside of these {brackets}. Experienced users and seasoned hackers will enjoy the power of Maverick's programmable copiers which is reached through the User Control Center. From the top of the screen your choices are:

List Window : This window is used to display selection lists (**ALWAYS** loaded from disk, not memory resident) from the HyperCopy, Parameters, OverRide, and Expansion functions.

Search : {S}{ESC to Escape the Search Mode} This button allows the user to search the list currently displayed in the List Window for a pattern match of up to five characters. Simply click the Search button ON (turns RED) and input up to four characters from the keyboard followed by a RETURN, or if five characters are used, then a RETURN will auto-execute. A match will either be displayed or the "Selection Not Found" message will appear at the bottom of the screen. You may use the DELETE key to clear the Search Box and start over. To abort the Search Function, click the Search Button again.

Up & Down Arrows : {Cursor U/D} Click these to scroll up or down through the selections currently displayed in the List Window.

Do : The Do button serves two functions.

1. **{ENTER KEY}** Using the **LEFT** mouse button, click the Do button to activate (execute) the selection in the center of the List Window.
2. **{SHIFT-ENTER}** Using the **RIGHT** mouse button, click the Do button to send the list currently displayed in the List Window to your printer. Please note that your printer must be previously configured through the Amiga preferences program as documented in your Amiga owners manual.

Attention : Using the following three options require Maverick to be configured for your particular system. See **Configure** Maverick within the **INFO** button documentation located below in this section.

The following three buttons work in a similar manner and may be considered list filter buttons. All three may be clicked ON or OFF individually or simultaneously. So, to see a listing of all available titles, just click ON all three buttons at once. The titles listed represent programs that we **KNOW** Maverick will copy - however, Maverick is capable

of copying many other titles not listed here. As we inspect more titles, they will be added to the appropriate button in future versions.

To copy a selection, use the Up/Down buttons to center the desired title in the List Window and click Do. At this point you will be presented with a new **Copy In Progress Screen** (see next section). Follow on-screen prompts when using default settings.

HyperCopy : {H or SHIFT-H TO TOGGLE} This selection displays in Light Blue, those titles which we have found to be non copy-protected. This means no PHYSICAL copy or document protection. No modifications or "patches" are written to these titles.

Parameters : {P or SHIFT-P TO TOGGLE} This selection displays in White, those protected titles for which we have either written "patches" which generally deprotect the title or custom copier to copy non standard formats.

When deprotecting a title (found in the Parameters or OverRide list) that uses documentation protection, you will be required to have the original program documentation available. Maverick will prompt you for a word from that documentation. We know this poses an inconvenience, but please bear with us in this process. You only have to use this method once, as the copy produced will be easy to backup with Hypercopy from this point on. Please respect the publishers right to survival by not passing out or loaning these copies to others. The future of the Amiga rests in your control!

OverRide : {O or SHIFT-O TO TOGGLE} This selection displays in Yellow, those protected titles for which we have written parameters allowing a deprotected copy that may be installed on your **HARD DRIVE** or run from most AmigaDOS storage devices such as RAM:,VD0: or 3.5" floppy.

IMPORTANT : If while using an OverRide parameter, the Maverick prompts you to "Use Key Disk Decoder" then you have executed a parameter that has special requirements. Many people have experienced problems with this type of parameter, so we have found a solution. When prompted to use the "Key Disk Decoder", first respond by clicking the left mouse button. and follow on screen prompts. When complete, reboot the Maverick (from floppy only please) and hold down the Left Mouse button until the Screen flashes Red. In a short time a simple menu will appear on the screen. Click the Up/Down Buttons to scroll through the listing. When the desired title is located, select by clicking it. Click Execute Parameter and follow on screen prompts to complete the backup process. Be patient as program code will be loaded, decrypted, modified and finally written to the backup. You may use the Quit Button to exit this menu. Due to the method by which we deprotect these titles, you will have to reboot your computer at the end of the deprotection process. This is a good time to test your backup.

Also, **some** programs that refuse to operate properly from your hard drive will require additional modification. This may take one or both of the following procedures to accomplish.

1. During the copy process, a file may be written to the backup named **"ExecuteMe"**. If upon inspection of your backup directory, the **ExecuteMe** file is found, you will be required to edit this file using a word processor or text editor. Within this file you must change **"DIRNAME"** to the directory path to which you plan to copy the backup. For those of you that are unsure of the **copy floppy to hard drive** command, the following example may help.

From the CLI type **COPY DRIVENAME DIRNAME ALL**

Example: **COPY DF0: DH0:MYDIR ALL**. Where **DF0:** = Floppy Device Number, **DH0:** = Hard Drive Device Number and **MYDIR** = your chosen directory name which will contain the program copied from floppy.

2. If the backup insists on accessing **DF0:** then we suggest you use the **KillDFX** utility accessed through the Expansion Module Button. See the Expansion Module section elsewhere in this manual for further documentation.

User Control Center : {U} This button allows the advanced user to program Maverick's copiers. See the **User Control Center** section elsewhere in this manual.

The following three buttons activate the Maverick copier pre-configured by us to perform three different functions. Experienced users may customize the functions of each of these buttons and save them out for future use from within the **User Control Center**.

As the buttons now stand, you may use them to try to copy a title that is not listed in the HyperCopy, Parameters, or OverRide lists. We suggest you try these three copiers in the following order.

U1 : Maverick HyperCopy : {1} Use this copier for your valuable data disks or non copy protected commercial titles. This will copy all 80 tracks with verify ON, and will correct hard errors by either formatting clean or recovering data if possible. After 30 attempts to successfully read a track (track gauge will flash each try), read errors will be displayed as they are encountered. Write errors will be reported as a function of disk integrity, again 30 tries will be performed. Errors written probably indicate a bad target disk. In this case try making another copy using a different disk.

U2 : Maverick Index Sync Nybbler : {2} If many read errors appear when trying to backup your title using U1, then re-copy using this copier. If Cylinder 0 Side 0 has errors, then a custom copier must be written as the boot track is protected. Look for this title in future Maverick Upgrades.

U3 : Maverick Standard Sync Nybbler : {3} Try this copier if the above two fail. Again if Cylinder 0 Side 0 has errors then a custom copier must be written as the boot track is protected. Look for it in future Maverick Upgrades.

Expansion : {E} This button is the gateway to current and upcoming Maverick utilities. All selections will appear in the List Window. To activate a selection, center it in the window and click the Do button.

Cancel : Clear all selections and return the User Command Screen to default power up condition.

Info : The Info Button serves two purposes.

1. **{I}** Using the **LEFT** mouse button, click the Info button to display Maverick version number, copyright and related information.
2. **{C}** Using the **RIGHT** mouse button, click the Info button to **CONFIGURE** Maverick for your system. When the following prompts appear in the Message Window, use the mouse button to toggle through your choices: After all selections have been made, Click the Save Button to save the new configure file to the Maverick or Click cancel to Abort and return to previous settings.

List Filter Buttons : (This feature must be set **BEFORE** entering the configure menu.) If you prefer that any of the list buttons be toggled **ON** during the initial Maverick load process, simply click one or all (Hypercopy, Parameters, and/or OverRide) and then enter the configure menu and save it along with any other desired setting changes. Upon next Maverick boot up, the selected list(s) will be automatically toggled on and displayed.

Compression : Defaults to **ON** but may be toggled **OFF**. For instance, using Hypercopy, Maverick will automatically compress data read in during the backup process unless sufficient memory is available for one pass copying (minimum 1.5 Meg RAM). Otherwise, you may force it **OFF** if desired. Single drive users should note that compression is used to save disk swapping but is approximately 25% slower overall.

DMA Delay : This delay value controls the DMA finished signal. If consistent sequential read/write errors occur during a copy attempt (especially Hypercopy), then try increasing this value. When the right setting for your particular system is found make a note of it and be sure to save the new setting to the Maverick configure file.

Screen Resident : Defaults to **NO**, but may be toggled to **YES**. Maverick attempts to obtain as much system RAM as possible to serve as data storage. With Screen Resident toggled **NO**, Maverick will discard its own screen data (not immediately needed) and load them from disk as necessary. With Screen Resident toggled **YES**, all Maverick screens are memory resident but buffer RAM is considerably diminished. In order to utilize Maverick as a memory resident program and still have one pass copying ability, you must have at least 1.5 meg RAM.

Write Verify : Defaults to **ON** but may be toggled **OFF**. Using HyperCopy or the Sync Nybbler, Maverick will automatically attempt to verify all data unless the Verify option is toggled **OFF**. Please note that with Verify **OFF**, the copy time is about 25% faster but the integrity of the backup is suspect.

Step Delay : This is the delay value to wait for the disk drive read/write heads to settle. If random read/write errors occur during a copy attempt (especially Hypercopy), then try increasing this value. When the right setting for your drive(s) is found make a note of it and be sure to save the new setting to the Maverick configure file.

Parameter Resident : Defaults to **NO** but may be toggled **YES**. A **NO** setting dumps the parameter listing from memory as necessary. A **YES** setting will hold the parameter lists in memory. In this case valuable buffer space is used. We suggest your system have at least 1.5 meg RAM.

Source Drive : The Source Drive is the drive which will contain your original disk. Before a copy attempt is made, you must set the write protect window on (**OPEN**). This feature defaults to 0 but may be toggled to 1, 2, or 3.

Target Drive : The Target Drive is the drive which will contain your backup disk. Warning: All data currently on the Target Disk will be destroyed as it will be overwritten by the backup process. Defaults to 0 but may be toggled to 1, 2, or 3.

Load : Reloads and installs previously saved Maverick configure file.

Save : Saves Maverick configuration to disk as currently displayed.

Requestor : Defaults to **ALL** but may be toggled to **NORMAL**. When in **ALL** mode then all calls to Amiga AutoRequest functions will appear on the Maverick screen. We suggest that you work in each mode (**ALL** & **NORMAL**) for a period of time and decide which setting you prefer to use with this function.

Exit : Close configuration window, which will save displayed configure settings in memory - but not to disk.

Default : Returns configuration values to factory settings in memory - but not to disk.

Exit : {ESC} Exit the Maverick.

Message Window : All messages outgoing and incoming are directed through the Message Window which serves as the Maverick user's Input/Output port.

COPY IN PROGRESS SCREEN

Any time a copy task is selected, the **Copy In Progress Screen** will replace the current screen. For example, click U1 ON. The **Copy In Progress Screen** will automatically appear. Beginning at the top of the screen, the functions are:

Track Gauge : The track gauge is a visual representation of the progress and position of the drive's read/write head as data is transferred from one disk to another. The track gauge will display the color **Light Green** as each cylinder (0 - 84) on each side (0 or 1) is read. When writing out the data, the color **Yellow** will appear, overwriting the **Light Green**. If an error is encountered in the read or write pass, the color **Red** will be displayed in the appropriate spot.

Drive Speed Button : {S} Click ON to test your drive speed. Use the Drive Speed Indicator Bar and the Speed Variation Window to determine your current drive speed. Follow the prompts in the Message Window. You will need a SCRATCH disk handy to use this feature. This is a disk that has no valuable data on it - this feature **WILL** destroy all data on a disk as a normal part of its testing.

Drive Speed Indicator Bar : The **Dark Green** shaded area on the left side of the bar represents a speed that is slower than normal. The **Light Green** shaded area on the right side of the bar represents a speed that is higher than normal. The intersection of the two shaded areas indicates optimum speed. As the speed check proceeds, a pointer will move along the bar to indicate the current speed of your drive. Please note that we have found most Amiga and compatible drives to run somewhat slower than optimum.

Speed Variation Window : Advanced users only : Our speed check works by writing data onto a scratch disk. The speed is determined by reading back the number of bytes written to a track on that disk. The Speed Variation window will display the number of bytes written (in Hexadecimal), above or below **NORMAL**. Thus a positive reading indicates a slow drive, a negative reading indicates a fast drive,

and a zero reading would be technically "perfect". However, most Amiga drives are set to run slightly slow, so we recommend a setting of +\$100.

Cancel : {ESC (when pointer not frozen)} When a task is in progress, click the Cancel button to abort. Another click will return the user to the previous screen.

Drive: 0 1 2 3 : {D + 0,1,2 or 3} Click ON the Drive button to circumvent the default settings and re-define the desired device numbers.

OK : {ENTER} Begin Copy procedure. Follow prompts in Message Window.

USER CONTROL CENTER

IMPORTANT: The **User Control Center** is provided as a feature to the advanced user. A thorough understanding of Amiga disk format is necessary to effectively program this module. Two manuals we recommend are: Amiga ROM Kernel Reference Manual : Includes & Autodocs published by Addison Wesley. Amiga Disk Drives Inside & Out published by Abacus.

The **User Control Center** is the advanced user's access to many capabilities of the powerful Maverick copier. Once a configuration is programmed, it may be saved and recalled for future use. From the **Command Screen**, click the **User Control Center** button. When the **User Control Center** screen appears, the functions of the following buttons are:

Do Copy : Begin Copy procedure as currently configured.

Drive Speed : Takes user to the **Copy In Progress** screen. Only the Speed Control option is functional. When done, click the **Cancel** button to return to the **User Control Center**.

Return : Exit to **Command Screen**.

The following buttons are used to program the copiers that are called up when the U1, U2, or U3 buttons are clicked on from the **Command Screen**.

Nybble/Data : Toggle **Nybble ON** when attempting to duplicate a disk known to be copy protected. Toggle **Data ON** when duplicating a disk free of copy protection or a data disk.

Source/Target : Click button ON representing desired Source and Target devices. Any combination may be used.

Side : Click this button to toggle copier to Side 0, Side 1, or Both Sides.

Start/End : Toggle this button to set Starting and Ending Tracks to be copied. Notice the window to the right of the Start/End Button displays the current track setup. To change, toggle the Start or End button as desired and click the window ON. You may now input the desired track as two numerical characters through the keyboard and press RETURN to lock in. If an input error is made, press the DELETE key to clear the window and try again.

U1 U2 U3 : The **User Control Center** allows the user to program up to three different copiers that may be used immediately, or saved for future use. You may toggle any one of the copiers ON by clicking the appropriate button. The copier currently displayed and active will have it's appropriate button highlighted.

Default : This will return the copier currently displayed (U1, U2, or U3) back to the original factory settings.

Cancel : This will return the copier currently displayed (U1, U2, or U3) back to the settings last saved by the user.

Sync : Toggle to **OFF** :No Sync looked for. Data is copied as encountered. Ineffective in most cases when drive speed changes are not necessary. **INDEX :** Waits for index signal from the drive to signal data transfer. **SYNC WORD VALUE (HEX)** :Defaults to \$4489. You may change to desired value of Sync Word to signal data transfer. Simply click the Window ON and input the desired hex value as four hexadecimal digits through the keyboard and press RETURN to lock in. If an input error is made, press the DELETE key to clear the window and try again.

Load : Load the U1, U2, and U3 copiers that were last saved. This will overwrite existing copiers currently displayed.

Save : Save out the U1, U2 and U3 copiers as they are presently configured. This will overwrite the copiers last saved.

EXPANSION MODULES

Most new utilities created by us in the future will be accessed through the expansion module button found on the main **Control Center**. From the **Control Center**, simply click the Expansion Button and a list of available selections will appear in the List Window. Center the desired selection in the List Window and click the Do button ON.

KillDFX

Place Maverick in your Amiga floppy drive and from the Expansion List select **KillDFX**. In a short time a window will appear in the center of the screen. You will be prompted to input the hard drive directory path that contains the backup. **KillDFX**

searches your backup for all occurrences of DF0: followed by a filename and removes the reference to DF0:. This way the program should access the affected files from your hard drive (unfortunately we can offer no guarantees).

THE INSPECTOR

The Inspector has been created for those of you that are curious about Amiga disk format and technically inclined. Some of the many uses of the Inspector include: reading, writing and editing Amiga DOS files, disk blocks, and Raw MFM tracks. If used in conjunction with the "Backup Buddy", even long tracks may be manipulated. As you use the Inspector, be aware that you are capable of destroying data on your diskettes. We advise you to work on backups or if you must work with originals, be sure the write protect window is open to engage the write protect feature. No function available in Maverick will write through a **write protected** disk.

To enter the Inspector, click the Expansion button on the Main Control Panel. Center the Inspector feature in the display window and click Do. A small window will appear containing three buttons allowing access to the individual Inspector functions. Click the desired button.

DISK BLOCK EDITOR

Use the Disk Block Editor when you wish to examine a standard Amiga DOS formatted disk. This feature allows a full track to be stored in memory then examined and manipulated block by block. Please note that the data is displayed in Hex and ASCII format.

To begin working with this feature, we suggest that you make a backup of any standard Amiga disk. Place that disk in the desired device.

The Inspector is self configuring. Notice the buttons on the left side of your screen. These automatically configure to each available floppy drive. Open communications with the device containing your workdisk by clicking the appropriate button, noting that only one drive may be used during a read/write process.

HELP HOT KEY:

For instant on screen help simply press the "HELP" key.

READING DATA BLOCKS:

At the bottom of the screen notice the Scroll Bar. Use the mouse pointer and left mouse button to select the desired Cylinder/Track/Block. Use the Read button to read in the indicated block.

FILL FUNCTION:

To define a fill pattern, click Fill using the right mouse button. This will open a window prompting you for the desired pattern. You may key in any combination of Hex and ASCII characters using the correct format. For example: "DOS", \$00, "MAVERICK", \$FF, \$E0. So, use quotes surrounding ASCII strings, \$ before each Hex byte and separate each with commas. Now, to fill a displayed block with a defined pattern, click Fill using the left mouse button.

JUMP FUNCTION:

Use the mouse pointer to click on any four bytes (long word) which then become the desired pointer bytes to the next block to be displayed. Then, click Jump to read in that block. Only valid blocks may be read.

SEARCH FUNCTION:

To define a search pattern, click Search using the right mouse button. This will open a window prompting you for the desired search and/or replace pattern. You may key in any combination of Hex and ASCII characters using the correct format as described in the Fill function. Now, to activate the search function, click Search using the left mouse button. If no replace pattern was entered, the search simply highlights each occurrence on the display screen.

CHECKSUM FUNCTION:

This feature automatically recalculates the correct checksum value for the displayed block. This is especially valuable for modifying AmigaDOS boot blocks which will not function properly with incorrect checksums. Click Checksum using the right mouse button to open a window prompting you for the checksum type. Select the desired type which will stay activated until changed. To recalculate the checksum click Checksum using the left mouse button. Please note that a bootblock checksum on block 0 or 1 will always calculate the two blocks together as they are used by DOS as one large block.

EDIT FEATURE:

Position the mouse pointer over the desired beginning byte to change and click that byte using the left mouse button. Use the keyboard to write over displayed bytes. Note that the cursor controls are also active in this mode.

WRITE FUNCTION:

Write the displayed block (with all modifications) to the floppy in the selected device. Please note that this disk may be different than the one from which the data was read.

TRACK EDITOR

Use the Track Editor when you wish to examine a custom Amiga format. This allows a full track to be stored in memory, then examined and manipulated as a whole track. Please note that the format viewed is raw MFM bytes. Also note that long tracks may

be read with any standard Amiga drive but will require "Backup Buddy" to write properly.

To begin working with this feature, we suggest that you make a backup of the original to create a workdisk. This disk may be useful in conjunction with the original. This disk will provide a comparison between the original and the backup produced. Place the workdisk in the desired device.

The Inspector is self configuring. Notice the buttons on the left side of your screen. These automatically configure to each available floppy drive. Open communications with the device containing your workdisk by clicking the appropriate button, noting that only one drive may be used during a read/write process.

HELP HOT KEY:

For instant on screen help simply press the "HELP" key.

READING WHOLE TRACKS:

At the bottom of the screen notice the Left Scroll Bar. Use the mouse pointer and left mouse button to select the desired Cylinder/Track. Use the Read button to read in the indicated track. Use the Right Scroll Bar to scroll through the track data buffer.

FILL FUNCTION:

To define a fill pattern, click Fill using the right mouse button. This will open a window prompting you for the desired pattern. You may key Hex only. No \$ signs necessary. Now, to fill the (entire) buffer with the defined pattern, click Fill using the left mouse button.

SEARCH FUNCTION:

To define a search pattern, click Search using the right mouse button. This will open a window prompting you for the desired search and/or replace pattern. To search the buffer, use key Hex characters only. Now, to activate the search function, click Search using the left mouse button. If no replace pattern was entered, the search simply highlights each occurrence on the display screen. Click again to continue search.

INDEX FUNCTION:

Click the Index button before reading or writing to force the drive to wait for the Index Signal before beginning the data transfer to or from the track buffer

SYNC FUNCTION:

Click the Sync button before reading to force the drive to wait for the displayed Sync Word before beginning the data transfer to the track buffer. Use the right mouse button to click Sync in order to change the standard sync word to any custom sync word. Note that if this function is used, the sync word will appear as the beginning word of data in the display. Also, if Index and Sync Functions are both clicked On, the drive will first

wait for the index signal, and then the sync word. If both are off, the data will be read in at a random starting point.

SHIFT LEFT & SHIFT RIGHT

These functions will shift the entire track buffer one bit to the left or right. This may become necessary to view the data in its intended form. Shifting often occurs when using the index sync or no sync.

SPEED CONTROL FUNCTION:

Click the Speed button to set or view your current drive speed. You may use this function in conjunction with the "Backup Buddy" to slow down the drive in order to copy or write long tracks.

EDIT FEATURE:

Position the mouse pointer over the desired beginning byte to change and click that byte using the left mouse button. Use the keyboard to write over displayed bytes. Note that the cursor controls are also active in this mode.

WRITE FUNCTION:

Write the track buffer (with all modifications) to the floppy in the selected device. Please note that this disk may be different than the one from which the data was read.

FILE EDITOR

Use the File Editor when you wish to examine a standard Amiga file. This allows a file to be examined and manipulated one block at a time in sequential order. Please note that the data is displayed in Hex and ASCII format. These files may be loaded from any Amiga storage device (DF0:, DH0:, RAM:, etc.).

To begin working with this feature, we suggest that you make a backup of any standard Amiga file. Place that disk in the desired device. Click the File Button which will open a window prompting you for the desired file. After the selection process is complete, the device, filename, and first block of that file will be displayed.

HELP HOT KEY:

For instant on screen help simply press the "HELP" key.

READING FILE DATA BLOCKS:

At the bottom of the screen notice the Scroll Bar. Use the mouse pointer and left mouse button to select the desired file block. Use the Read button to read in the indicated block.

FILL FUNCTION:

The fill function operates exactly as in the Data Block Editor. See Above.

SEARCH FUNCTION:

The search function operates exactly as in the Data Block Editor. See Above.

EDIT FEATURE:

Position the mouse pointer over the desired beginning byte to change and click that byte using the left mouse button. Use the keyboard to write over displayed bytes. Note that the cursor controls are also active in this mode.

WRITE FUNCTION:

Write the displayed block (with all modifications) back to the original file.

QUESTIONS & ANSWERS

QUESTION : Why do I have problems when trying to copy a backup of my original title, when the original was backed up easily?

ANSWER : On some titles, especially those requiring custom copiers, we can create a working backup but because the backup ability degrades as copies of copies are made, the results of the second backup cannot be guaranteed.

QUESTION : Why do the LED's on my drive stay on after a copy process?

ANSWER : Although we are using programming routines authorized by Commodore to detect the insertion or removal of floppies in the drive, **some** drives respond improperly if the drive motor is not turned on first. We consider this to be annoying but harmless as long as you are following the on screen prompts.

QUESTION : Why does a parameter occasionally give me a "Unknown Version" response when I try to make a backup?

ANSWER : Although not the norm, it appears that **some** manufacturers tend to change their protection routines whenever a programming change, such as a bug fix becomes necessary. When a title is in our listings, rest assured that the parameter created, worked on that particular version of that title. Whenever a new version is encountered, a parameter is created for that version and incorporated into the parameter for the next Maverick update. For example, we have identified three different protection versions for "Hybris". The current parameter in Maverick will copy all three versions. As a registered Maverick owner, you have the right to request special work on your version when a Unknown Version message is encountered. Refer to the "PARAMETERS? LONG TRACKS? CUSTOM COPIERS?" documentation at the front of this manual for more info.

QUESTION : I use two drives while executing a parameter tagged as a "custom copier". Although the copier appeared to go through the paces, the backup wouldn't boot.

ANSWER : We have two suggestions. 1} Try reversing the target and source drives and recopy. 2} If suggestion 1 fails, recopy using one drive only.

QUESTION : Why are some of the characters on my screen hard to read.

ANSWER : This is most likely due to improper adjustment of the monitor screen controls. If using an RF Modulator, the TV may not have the resolution to produce a perfectly clear screen.

QUESTION : Why does Hypercopy randomly read or write errors?

ANSWER : Try the following: 1} Refer to the Step/Delay section in the Configure documentation elsewhere in this manual. 2} Try a different floppy as the one you are using may be defective. 3} A drive cleaning may be needed. This may be done with any commercial cleaning system by the user.

QUESTION : I want to learn more about AmigaDOS disk format.

ANSWER : The following books are readily available and will provide you with plenty of information regarding this subject: Amiga Disk Drives In & Out - Published by Abacus Software, Amiga System Programmer's Guide - Published by Abacus Software and, The AmigaDos Manual - Published by Bantam Books,

BACKUP BUDDY INSTRUCTIONS

Those of you who have purchased the "Backup Buddy" have not only purchased a fine second or third Amiga drive but also have the ability to copy 'long tracks', one of the toughest protection schemes on the market. Packed with your "Backup Buddy" are the following items: 1} A warranty card to be filled out and returned to Software Support Int.. Please note that as long as the warning seals are not broken, Software Support Int. will honor your warranty - NOT Golden Image. 2} Disk Drive owner's manual. 3} A plastic screwdriver. 4} An information sheet.

NORMAL OPERATIONS :

As it comes from the factory, the "Backup Buddy" is set up as a normal operating disk drive. So, please feel free to power down your Amiga and connect the cable to the drive port or daisy chain if necessary. We suggest you try formatting a blank disk, as this will force DOS to inform you if the drive is not operating properly. With that out of the way, try loading any 'known working' program, such as the information disk packed with your "Backup Buddy". If all goes well, your "Backup Buddy" is operating properly as a standard disk drive.

SPEED ADJUSTMENT :

As stated previously, the "Backup Buddy" is special for one reason, the ability to copy long tracks. To understand the concept behind the "Backup Buddy", you must understand the nature of a 'long track'. A long track is essentially one that has substantially more data bytes written to it than a standard track. These data bytes may read by any standard drive but may not be written in entirety because of drive limitations. One way to write the excess data bytes is to slow the drive down so that in effect the tracks become longer and able to hold more data. The "Backup Buddy" is a

standard Amiga drive with a speed control modification installed. This modification is in the form of a custom circuit board wedged into the drive circuitry that allows the user to manually change the drive speed.

Let's try a simple drive speed adjustment. As per the operating instructions, load the Maverick as usual. From the Main Control Panel, select the U2 copier option. Then:

1) Select : Drive: 0 1 2 3 : {D + 0,1,2 or 3} Click ON the Drive button to circumvent the default settings and re-define the desired device numbers.

2) Drive Speed Button : {S} Click ON to test your drive speed. Use the Drive Speed Indicator Bar and the Speed Variation Window to determine your current drive speed. Follow the prompts in the Message Window. You will need a SCRATCH disk handy to use this feature. This is a disk that has no valuable data on it - this feature WILL destroy all data on a disk as a normal part of its testing.

3) Drive Speed Indicator Bar : The **Dark Green** shaded area on the left side of the bar represents a speed that is slower than normal. The **Light Green** shaded area on the right side of the bar represents a speed that is higher than normal. The intersection of the two shaded areas indicates optimum speed. To adjust speed Higher or Lower, locate the small round hole in the top of the "Backup Buddy" towards the rear end. If you will look carefully, (a small light may be helpful) a small slotted screwhead will be just under the cover surface. Using the screwdriver supplied, try slowly turning the screw clockwise, noting the drive speed indicator bar. Now try slowly turning the screw counter-clockwise, and again watch the movement on the indicator bar.

4) Speed Variation Window : Our speed check works by writing data onto a scratch disk. The speed is determined by reading back the number of bytes written to a track on that disk. The Speed Variation window will display the number of bytes written (in Hexadecimal), above or below NORMAL. Thus a positive reading indicates a slow drive, a negative reading indicates a fast drive, and a zero reading would be technically "perfect". However, most Amiga drives are set to run slightly slow, so we recommend a setting of +\$100. Assuming this operation went as outlined above, the "Backup Buddy" is operating properly.

PARAMETER OPERATIONS :

IMPORTANT: Those parameters that require the Backup Buddy to operate, will need to be executed using two disk drives, with Backup Buddy acting as the target drive. While using these parameters, you will be automatically transported to the Speed Control option and prompted to set the drive speed to a prescribed hex value. Simply follow on screen prompts and using the same procedures outlined above, set the drive speed to the prompted value. Hold down the Cancel button and the Maverick will test to be sure that the speed is properly set. If not correct, you will be returned to the Speed Control option and, if Maverick determines that the speed is correct, the copy process

will continue, and the long tracks will be written. After all long tracks are duplicated, the Maverick will again return to the Speed Control option and prompt you to set the "Backup Buddy" to normal speed settings. When completed, the duplication of normal tracks, if any, will be performed. After the copy process is finished, you may reset your Amiga and test the backup.

CONCLUSION

Let's talk straight with each other. We know the Maverick is quite easy to steal. If you've purchased this program, you're a valued customer. If you haven't, you're a thief. Also, this program was created specifically to allow legitimate purchasers of software to exercise their right to create an archival backup of that software. It was not created to be a tool to allow thieves to build up their illicit libraries.

We're not going to dictate ethics to you. You know what's right and what's wrong. But we will point out a simple fact. Talent, in any field of endeavor, is rare. If the few gifted programmers out there cannot support themselves by sharing their talent with us, we all lose. Please keep this in mind, and use this tool as it was intended. The Maverick was designed to allow you to enforce your rights -- not to deprive others of their fair due.

We've given you the power. But please remember that with power comes responsibility.

LIMITED WARRANTY

If at any time within 90 days of purchase, the Maverick become defective, you may return the defective disk to Software Support International for repair or replacement. Please include a note detailing the problem you are having. We will repair or replace your defective original diskette with one bearing the same version number. We will expect YOU TO BE A REGISTERED OWNER OF MAVERICK. NO EXCEPTIONS. Replacements will be given at no charge, upon postpaid receipt of your defective diskette. After 90 days, we will still honor warranty, but please remit \$4.00 to defray Shipping and Handling.

We find that in many cases, we may be able to help correct a problem if you contact our tech support team by phone ((206) 695-9648). This may alleviate the need to send the disk to us by mail.

THE MAVERICK

(c)Copyright 1990,91 KJPB

Master Programmer : Bob Mills

Tech Support : John Mijo

Art work by: Wayne Schmidt

Docs by: Les Lawrence

Parameters by: Kracker Jax

DISTRIBUTED BY

Software Support International

2700 N.E. Andresen Rd. Suite #A-10

Vancouver, Washington 98661

Order Line : 1 (800) 356-1179

Technical Line : (206) 695-9648

BACKUP BUDDY DISK DRIVE

Man's Best Friend is his dog...



An Amiga's best friend is the Backup Buddy.

Just what is the Backup Buddy? In the simplest sense, it's an external drive for your Amiga. Like any other external drive, it will serve as a second, third, or fourth disk drive for your system. It's completely compatible with your Amiga and all software made for the Amiga. But that's where the similarities to other drives end.

Our drive - the popular Golden Image Master 3A - is modified by us to work as a very special Maverick accessory. Our own custom circuitry is installed and tested; special speed-control circuitry that lets your Maverick (V2 & higher) do things that no other archival system on the market can do.

Maverick can let you easily set the Backup Buddy to the EXACT drive speed that you want - a critical factor in copying today's tough new breed of copy protected titles!

For example, the Maverick/Backup Buddy team can RELIABLY copy "long track" protected titles, such as is often found on software from Psygnosis, Readysoft, U.B.I., Innerprise, Electronic Arts, and a rapidly growing list of other companies.

Since exact drive speed is such an essential factor in backing up protected titles, the Backup Buddy will also improve the odds when you're using Maverick's custom copy parameters. By setting your Backup Buddy to the same exact speed our programmers had their drives set at when they created a parameter, you help to assure a successful backup!

Future versions of Maverick will take further advantage of your Backup Buddy drive. For example, Maverick V2 includes "The Inspector", The Inspector is our whole track editor that allows the user of ordinary drives to read and write whole tracks at a time. But when the Backup Buddy is used, even LONG TRACKS, one of the toughest protection schemes known, may be duplicated.

You've already made the first move by buying Maverick. Now follow through and add the Backup Buddy disk drive to your arsenal of copy protection weapons.

Don't be fooled by the hordes of inferior knock-offs that are sure to follow. Remember that only one custom drive comes backed by the most highly respected technical support in the marketplace today. Only one drive locks into the Maverick to create an unstoppable backup team. And only one drive carries custom circuitry designed from the ground up by the very best talent in the archival business.

The Backup Buddy drive. Power unleashed.

THE BACKUP BUDDY DRIVE -- Only \$149.95 plus Shipping & Handling

Available only to registered Maverick owners.

Covered by a full 1 year warranty on parts and labor.

**Additional low cost service and support is available
directly from Software Support after warranty expires.**



Software Support International

2700 NE Andresen Road, #A-10

Vancouver, WA 98661

Toll-Free Order Line: 800-356-1179

Technical Support: 206-695-9648